



APD Calibration Tracking

Leon Mualem

University of Minnesota

May 9,10 NOvA DAQ/Elec Workshop



Data Sources

- In-time data
 - No triggering or selection, only record $\pm 15\mu\text{s}$ of data around spill
- Random data
 - No triggering or selection, record $\sim 100\text{X}$ in-time data at random times
- Raw Data
 - Sparsified hits from every channel pass through DAQ system



Data Rates (as of July 2005)

- Driven by cosmic muons, $\sim 250\text{kHz}$, leading to $\sim 400\text{Hz/channel}$ or 12kHz/module rate
 - 120kB/module/s
 - But $23,808 * 120\text{kB/s} = \sim 3\text{GB/s}$
- There are 400 hits in $2\text{E}6$ time slices, so the average occupancy is $8\text{E}-4$.
- Peak occupancy is probably 1 during EAS, but this should be rare, daily?, and last only 1 slice



Cosmic Data Rates (2006)

- Average hit per muon ~ 150 -200
- 4X lower than previous estimates.
- Increases Calibration Fraction, but not data
- Reduces in-spill data rates
- Reduces buffering requirements
 - Note: Buffering should be ~ 10 s new information from Nathaniel Tagg, 2s is only about 90-95% effective, 10s $>99\%$.



Monitoring Data

- Monitor FEB hit rate on channels
 - Hourly
- Monitor FEB pulseheight
 - Every couple of days
- Happens in farm?
- Hit rates 50-150Hz/cell.
- Background rates
 - Reject 99.9% of data, keep random 0.1%
 - Use to map response, monthly average



Buffering Requirements

- Asynchronous spill trigger requires only 1-2 seconds of buffering
- 10s is much better